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NINTENDO DS™

SQUARE ENIX.

DRAGON QUEST VI Realms of Revelation

INSTRUCTION BOOKLET

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For game play assistance, we recommend using your favorite Internet search engine to find tips for the game you are playing. Some helpful words to include in the search, along with the game's title, are: "walk through," "FAQ," "codes," and "tips."

Nintendo

The World of Dragon Quest

This is Dragon Quest VI: Realms of Revelation...

"Beloved spirit of the mountain, we have been graced with your sacred crown. Goddess willing, may it bring peace and prosperity to our humble village for another year!"

The mystical tale of DRAGON QUEST VI unfurls across two enormous worlds. Your adventure begins when you stumble upon the "phantom realm," a curious land of lore and legend that you'd previously only dreamed of. Not long after, on the night of your village's annual Fortune Festival, a beautiful mountain spirit reveals herself to you. "Soon, darkness will swallow the land," she tells you, "and your power will be the key to restoring its light."

The mysteries of two worlds lie in your hands. To unravel them, you will embark on an epic journey of courage and self-discovery. What kinds of astonishing revelations await you?

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Game Creation & Sales: Square Enix Co., Ltd.
Opening Theme 'Prologue' Performance:
The Tokyo Metropolitan Symphony Orchestra



The Hero (You)

Your life in the mountain village of Weaver's Peak is calm and quiet...until you fall face-first into the "phantom realm" told of in village lore. When the spirit of the mountain beckons you to save the land, you set forth on a fantastic adventure.



Milly

An enigmatic woman of unknown origins. A chance encounter brings you both together early on in your adventure.



Ashlynn

Despite having no recollection of her past, Ashlynn maintains a blindly optimistic outlook that makes her a charming addition to the party. Who is she, and why is she so gifted with magic?



Carver

A roaming martial artist, traveling the world on a journey to sharpen his skills. Though Carver isn't always the sharpest tool in the shed, his fierce loyalty and good-natured hijinks more than make up for his occasional lack of wits.



Nevan

A young prodigy from Ghent, a village renowned for its healing powers. Despite his youth, Nevan's strong will and calm demeanor make him an asset on any journey.

Terry

A lone warrior on a quest to find the most powerful sword in the world. Might makes right, as far as Terry is concerned—but what is it he truly seeks?

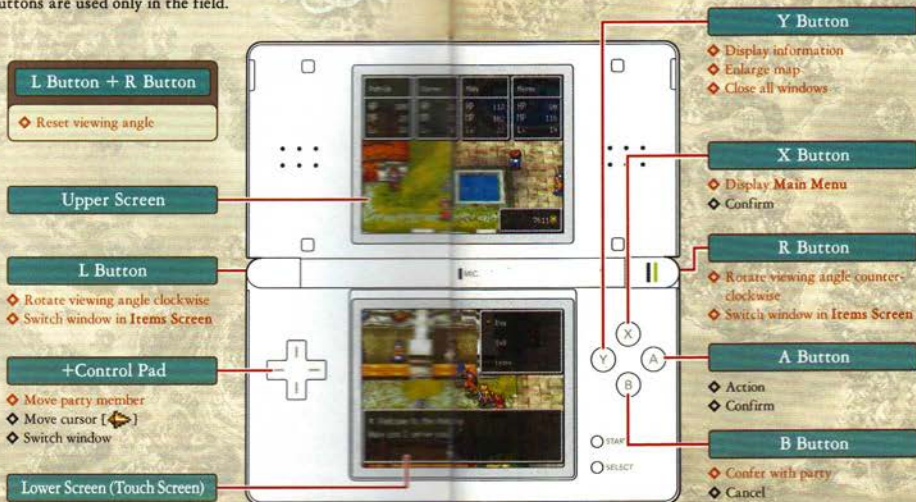


Controls

DRAGON QUEST VI: REALMS OF REVELATION is played almost exclusively using the Nintendo DS system's buttons.

In this manual, black text indicates when buttons are used both in the field and in combat, while orange text indicates when buttons are used only in the field.

Note: If you close your Nintendo DS system while playing the game, it will enter Sleep Mode to conserve battery power. When you open your Nintendo DS system again, it will come out of Sleep Mode automatically.



Starting and Finishing Your Adventure

Before you set off on your quest, you need to create an adventure log to keep a record of your journey. When you want to take a break from your quest, simply make your way to a church and confess everything that's happened to you so that the priest or nun can keep your adventure log up to date.

- 1 Make sure the power of your Nintendo DS system is OFF, then insert the DRAGON QUEST VI: Realms of Revelation DS Game Card firmly into the Game Card slot, so that you feel it click into place.
- 2 Turn your DS system on, make sure you have read and understood the information that appears on the screen that's displayed (pictured on the right), and press the A Button to continue.
- 3 Select the DRAGON QUEST VI: Realms of Revelation panel on the DS Menu Screen and press the A Button to confirm. The game will begin.

Note: The screen on the right will only appear if you are using a Nintendo DS or Nintendo DS Lite system.

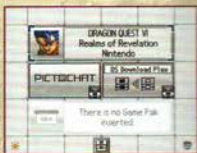
Note: If you are using a Nintendo DS or Nintendo DS Lite system set to Auto Mode, this step will not be necessary.



WARNING - HEALTH AND SAFETY

BEFORE PLAYING, READ THE HEALTH AND SAFETY PRECAUTIONS BOOKLET FOR IMPORTANT INFORMATION ABOUT YOUR HEALTH AND SAFETY.

TO GET AN EXTRA COPY FOR YOUR REGION, GO ONLINE AT:
www.nintendo.com/healthsafety/

Touch the Touch Screen to continue.



Note: Throughout this manual, screenshots from the Nintendo DS system's upper screen will have a border like this: , and screenshots from the lower screen will have a border like this: .

Creating an Adventure Log

Select CREATE A NEW ADVENTURE LOG from the Adventure Log Menu and decide on a name for your hero. You can create up to three adventure logs.

Adventure Log Menu

Continue your adventure.
Create a new adventure log.
Delete an adventure log.



Choosing a Name

Enter a name for your hero that's no more than eight characters long. When you are happy with the name, select END to send your newly named hero off on his quest!

Controls

+Control Pad	Move between characters.
A Button, X Button	Confirm.
B Button, Y Button	Delete.



Finishing Your Adventure

When you want to take a break from your quest, either visit a church to record your exploits in an adventure log, or select **QUICK SAVE** from the **Misc. Menu** to create a quick-save log.

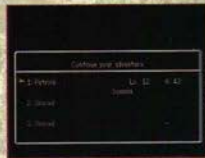
Confession (Save)

- 1 Talk to the priest or nun in charge of a church and select **CONFESSION (SAVE)**.
- 2 Choose the slot in which you'd like to record your adventure log. If you select a slot that already contains an adventure log, that log will be overwritten.



Resuming Your Adventure

When you want to pick up your quest from where you left off, select **CONTINUE YOUR ADVENTURE** from the **Adventure Log Menu** and choose the adventure log you want to load.



Suspending Your Adventure (Quick Save)

Select **MISC.** and then **QUICK SAVE** from the menu to suspend your adventure for the time being and save all its details to a quick-save log. You can only make one quick-save log at a time, so the previous one will be automatically overwritten each time you suspend your game. Be aware that there are certain places, including towns and villages, where it is not possible to make a quick-save log.

IMPORTANT

Even though there are three adventure log slots available, there is only one quick-save log. Therefore, if you make a quick-save log of a game loaded from adventure log slot 1, a previous quick-save log made from a game loaded from slot 2's data would be wiped.

Resuming a Suspended Adventure

Select **CONTINUE A SUSPENDED ADVENTURE** from the **Adventure Log Menu** to load a quick-save log and resume your quest.

Deleting an Adventure Log

Select **DELETE AN ADVENTURE LOG** from the **Adventure Log Menu** and pick the log you want to erase.

IMPORTANT

Once you delete an adventure log, it's gone for good, so be very careful not to delete anything important.

Exploring Towns and Castles

In towns and castles you can gather information, buy weapons and armor, and make all the preparations necessary for the hard road ahead. Preparing yourself well here is the key to survival.

The Quest for Knowledge

An adventurer's first rule of thumb is to seek out clues and information. Talk to people, look in pots, chests of drawers, and other places (by pressing the A Button), and do whatever else you can to find the vital clues you need to figure out what's going on.

Another Point of View

In towns, castles, towers, and other such locations, you can use the L and R Buttons to rotate the view and find doors, treasure chests, and other exciting things that you might otherwise have missed.



Reading the Map and Shop Information

If you press the Y Button while in a town, village, or castle, map information will be displayed on the upper screen.

Map Information

The information on the map shows you all the points of interest in the current town or castle.

Map Key

	Church		Armour Shop
	Inn		Item Shop
	Bank		Village Shop
	Pub		Patty's Party Planning Place
	Weapon Shop		



Shop Information

With the map information displayed, press the Y Button again to display a list of the weapons and other items on sale in the town or castle, along with their prices.



Useful Establishments

There are plenty of places to visit that can be of great help to you on your travels. Be sure to drop in at all of them whenever you arrive in a new town, village, or castle.

Churches

The priests and nuns who work in the churches around the world can record your progress in an adventure log, bring fallen companions back to life, and perform a whole host of other helpful services.

CONFESSION (SAVE)	Records the details of your journey so far in an adventure log (see page 10).
DIVINATION	Tells you how much more experience each party member needs to reach the next level.
RESURRECTION	Brings a fallen party member back to life.
PURIFICATION	Cures poisoning.

Note: Resurrection and purification require a donation of a few gold coins.

Inns

Spend money at an inn to stay the night and restore all of your party members' HP and MP.

The price of a night's board varies depending on the location of the inn and the number of travelers who need accommodation.



Weapon, Armour, and Item Shops

These shops buy and sell a variety of goods. Select an item by pressing up and down on the +Control Pad. Pressing left and right allows you to select how many of a particular item you'd like to buy.



Banks

You can deposit and withdraw money from the bank in denominations of one thousand gold coins. Unlike money that your party is carrying, which is halved when your party is wiped out by monsters, money stored in the bank always remains untouched. That's why it's best to put any spare gold you have in the bank's vaults for safekeeping.

Patty's Party Planning Place

As you accumulate new companions during your adventure, you can use Patty's Party Planning Place to switch members in and out of your traveling party. Select an option from the menu below.

Note: Your party can contain up to eight members. Some members cannot be removed from your party.



LEAVE PARTY MEMBERS	Leave someone at Patty's to have a rest.
ADD PARTY MEMBERS	Pick up someone who has been resting at Patty's and have them join the party.
WHO'S UP FOR A PARTY	Peek at Patty's party participants and see what kind of state they're in!

Using the Main Menu

You can use the **Main Menu** to talk to people, check the status of your party members, and change your party's battle tactics, not to mention a whole host of other useful things.

Opening the Main Menu

Press the X Button while walking around to display the **Main Menu**.

Petrick	Carver	Milly	Freddy
HP 128	HP 106	HP 100	HP 68
MP 42	MP 29	MP 35	MP 36
Lv. 21	Lv. 22	Lv. 20	Lv. 17

Status Window

Your party members' HP, MP, and current levels are displayed here.



Gold (G) Carried



Main Menu Window

This window gives you access to six submenus.



TALK

Talk to the person in front of you. If you are not facing anyone, you'll start a conversation with someone in your party instead.

Note: Press the B Button to initiate party talk regardless of who is around.

ITEMS

Review and use your items here. Select individual party members or the bag to see the items each holds.



Items Held

Equipped weapons and armor will have an 'E' next to them.

Item Description

Can be used to return to any previously-visited location.

Current HP

This gauge displays the selected party member's current HP.

USE	Use the item. You may also need to select a target.
TRANSFER	Give the item to another member of the party or put it in the bag.
DISCARD	Dispose of the item.
EQUIP	Equip the selected party member with the selected weapon, piece of armor, or accessory.
PEEP	This command will become available to you as you progress on your quest, allowing you to appraise your items. Unlike the spell version of Peep, this command consumes no MP.
NOTHING	Exit the Main Menu .



ATTRIBUTES

View your party members' attributes, the total time you've been on your quest, how much money you are carrying, and a wealth of other useful information.



Viewing Adventurers' Vital Statistics

If you move the cursor over a party member, his or her equipment and experience points will be displayed on the upper screen, with attributes and current vocation shown on the lower screen. Press the A Button to view the mastery levels of vocations (see page 35), and, if the party member can use magic, press the A Button again to see a list of mastered spells and abilities.

Level
This gives a general indication of a party member's overall development. Various attributes will increase as the party member's level increases.

Experience
Party members gain experience as they defeat monsters. Once a certain amount of experience is earned, a party member's level will increase.

Mastery Level
The number of stars increases as a party member wins battles with his or her selected vocation.

Attributes

Party Member Icons

Vocation and Title
A party member's title changes according to mastery level.

Attributes

HP / Max. HP	An indication of physical stamina. This decreases as damage is taken. If it reaches zero, the party member will expire.
MP / Max. MP	The mysterious power needed to cast spells.
Strength	A measure of physical strength. As this attribute increases, so does the damage inflicted by physical attacks.
Agility	A measure of physical speed. This affects the order in which party members attack in battle.
Resilience	A measure of physical hardness. As this attribute increases, the damage taken from attacks will decrease.
Wisdom	A measure of natural intelligence.
Style	A measure of a party member's stylishness.
Attack	The sum of a party member's strength and that of the weapon equipped. This attribute affects the amount of damage inflicted on enemies.
Defence	The sum of a party member's resilience and that of the armor equipped. This attribute affects the amount of damage taken when attacked.



Perusing the Party's Attributes

If you move the cursor over the wagon symbol on the Attributes screen, information such as how long you've been on your quest and how much money you're carrying will be displayed. Press the A Button to switch to a screen that shows your party members' current HP, maximum HP, current MP, and maximum MP, and press it again to see a screen that shows each member's attack, defense, and level.

Wagon Symbol



MAGIC

This allows you to use spells and other abilities that you've mastered.

First, pick a member of the party who can use magic, and then select the particular spell you want to cast. Just remember that your party member must have the required amount of MP left in order to use the spell or ability.

MP Display

When you select a member of the party, their current MP and maximum MP will be displayed here. When you select a spell, the MP required to cast that spell and the party member's current MP will be displayed instead.



EXAMINE

When you are facing something that can be more closely scrutinized, this command allows you to examine it in the same way that you would by pressing the action button. When there is nothing particular in front of you, you will examine the ground at your feet instead.

◆ Places Worth Investigating...



MISC.

From this menu you can change things like the lineup of your party or a particular member's battle tactics.



HEAL ALL	Use party members' magic to fully restore the party's HP as efficiently as possible.
EQUIP	Change the items with which party members are equipped.
LINE-UP	Change the formation of your party. The closer a member is to the party leader, the higher his or her chance of being targeted for attack in battle.
TACTICS	Dictate your party's battle tactics, either as a whole or for each party member individually.
ORGANIZE ITEMS	Put all items that party members cannot equip into the bag. You can do this for the entire party at once or for one member at a time.
SORT BAG	Sort the items in the bag. Items can be sorted by type or alphabetically.
SETTINGS	Adjust the background music volume, the sound effect volume, and the battle message speed.
QUICK SAVE	Make a quick-save log without having to visit a church.

Commencing Your Quest

Once you set foot outside town, you'll find yourself in the field with the whole wide world just waiting to be explored. You can make your way on foot or by using another form of transport like a wagon or ship.

Walking the Wide World

Use the world map on the upper screen to guide you as you travel through towns, castles, caves, and other places of interest on your long and arduous quest. As you travel around, the areas you traverse will be colored in on the map, and any locations of note that you visit will be marked for future reference with a glowing dot. If you encounter enemies while traveling through the field, a battle will ensue.

Zooming in on the Map

Pressing the Y Button gives you an enlarged view of the world map on the upper screen.



Types of Terrain

You can travel about on land, by foot, or in a wagon, but to traverse the high seas, you will need a ship.

On Land				At Sea
Grassland ✓	Scrub ✓	Forest ✓	Desert ✓	Open Sea ✓
Hills ✓	Bridges ✓	Poisonous Marshland ★	Mountains ✗	Reefs ✗

✓..... Traversable ★..... Traversable, but inflicts damage ✗..... Impassable

Towns, Castles, and Other Places of Interest

You will find all manner of interesting places dotted around the world. If you happen across one, be sure to pay a quick visit.



Caves and Towers

Caves and towers are generally infested with fearsome foes just waiting to jeopardize your journey! You'll have to leave your wagon outside of most, but not all, of these areas.



Modes of Transport

New forms of transport let you reach areas that you couldn't before and may allow you to increase the size of your traveling party.

Note: There are modes of transport other than those at the right.



Soaring in the Skies

When you're airborne, you can fly as freely as a bird without the risk of pesky enemies popping up. However, you can only touch down in areas that are traversable on foot.

Note: You cannot cross terrain like hills or forest on the flying carpet.

Note: You cannot land on hills or forest.



On the Wagon

The wagon allows you to travel around with a maximum of eight party members, up to four of whom may comprise your battle party. You can swap members in your battle party for those in the wagon any time you have the wagon in tow.



Party Line-Up

Your battle party members will be arranged as shown in the screenshot on the right. The closer a party member is to the top of the order, the greater his or her chances of being targeted for attack. Be sure to place members with low HP toward the rear of the party, behind the brawn!



This is how the party is arranged when traveling in the field.

Changing Equipment and Managing Items

Party members can freely change their equipment and handle items whether they are in or out of the wagon.

In Town

You can't take the wagon with you into towns or castles, but any party members left in the wagon can still buy and sell things at shops, use magic, and handle items.



In Caves and Up Towers

Only the four battle party members traveling outside of your wagon can venture inside caves and towers. Magic or items belonging to party members left behind won't be available to you.



When All Battle Party Members Are Wiped Out

If all the battle party members are wiped out during the course of combat, the others waiting in the wagon can spring into action and rush to their ailing comrades' aid.



Gaining Experience

All members of the party will gain experience from battle—even those who never set foot outside the safety of the wagon!



Let the Battling Begin!

When you encounter enemies on the field, or in caves, towers, and other dangerous locales, combat ensues! Your task is to skillfully use the commands at your disposal to attack, cast spells, and do whatever else it takes to vanquish your foes.

The Battle Screen

You can see your party members' current status on the upper screen, while your main battle commands and your enemies will appear on the lower screen.

Current Tactic / Command Details

The tactics currently assigned to your party members are displayed here. When a command is selected, details about it are also displayed.

Status Window

Your party members' HP, MP, and current levels are displayed here.

Main Command Window

The four main battle commands appear here.

Patrick	Conner	Milly	Nezzy
HP 185	MP 198	MP 111	MP 98
LV 23	LV 21	LV 192	LV 114
Exp 20	Exp 24	Exp 22	Exp 15

FIGHT

Select one of the four subcommands to choose how the party member will take on the enemy. Party members whose battle tactics are set to anything other than FOLLOW ORDERS will act of their own accord, and these subcommands will not be displayed.



Current HP

ATTACK

Issue this command to attack either bare-handed or using the weapon with which the party member is currently equipped. Depending on the weapon used, the attack may inflict damage on a single enemy, a group of enemies, or even all of the enemies at once.

ITEMS

Issue this command to use an item or change equipment. During battle, you won't be able to use items that are in the bag.

MAGIC

Issue this command to use spells and other abilities that the party member has mastered to attack the enemy or help out fellow party members.

DEFEND

Issue this command to have the party member adopt a defensive stance, reducing the amount of damage taken from an ensuing attack.

TACTICS

This command allows you to dictate how your party members act in battle. When you want to change the whole party's tactics at once, select the wagon symbol. When you wish to change a single party member's orders, select that character's symbol.

Note: Some party members won't allow you to tell them how to do battle and will act under their own authority when in combat.



SHOW NO MERCY	Defeat the enemy as quickly as possible, regardless of MP consumption.
FIGHT WISELY	Pay equal consideration to both attack and defense. Sometimes use spells or abilities, depending on the situation.
WATCH MY BACK	Forgo attacking entirely to concentrate on protecting the hero with healing and support spells or abilities.
DON'T USE MAGIC	Fight without casting spells or using abilities that consume MP.
FOCUS ON HEALING	Keep a close eye on party members' HP, and heal them early to keep them fighting fit.
FOLLOW ORDERS	Listen to the hero's (your) instructions, and do battle as he dictates.

PARTY

This becomes available once you acquire a wagon. It allows you to swap members between the wagon and the battle party.

CHANGE ONE

Swap a single battle party member with one in the wagon.



Choose the party member you want to remove from the action, and pick the one who'll stand in for them.

CHANGE ALL

Swap the entire party out of battle. The new battle party will be lined up in the order that you pick.





FLEE

This command gives you the chance to escape from a battle...sometimes. A failed attempt to flee will result in the enemy taking free shots at you.



But the enemy blocks the way!

Concluding Combat

When all enemies have been defeated, the battle ends and the party receives experience, gold, and sometimes even items. When a party member gains enough experience, his or her level will increase.



Each party member receives 136 experience points!

Watch Your Status

Some special attacks can result in a party member's status being affected. Status abnormalities have all kinds of negative effects, including making the afflicted party member unable to act at all, so you should always try to clear them up as quickly as possible.

Examples of Status Abnormalities

Sleep	Character is unable to act until they wake up.
Poison	Character takes damage as they travel in the field.
Paralysis	Character becomes unable to move or act.
Confusion	Character acts wildly and unpredictably, even attacking members of their own party.

When Your Party is Wiped Out

If everyone in your party falls in battle or is paralyzed, they will be wiped out and will be revived at the last place you recorded your exploits in an adventure log. The amount of gold you are carrying will be halved, but you won't lose any items or experience you've earned.



The party is wiped out!

The Downside of Death

IMPORTANT

You'll have to bring your fallen companions back to life either in church (see page 14) or with magic. If your entire party is wiped out, you will lose half of the money you were carrying, but any money you've deposited in the bank will remain untouched.

Changing Vocations

During your adventure, you'll come across a place known as Alltrades Abbey, where you'll be able to change your party members' vocations. New vocations alter your party members' attributes and allow them to master new spells and abilities.

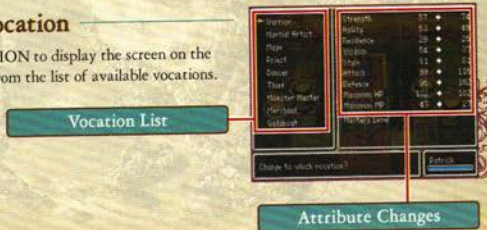
Talk to the Priest

To change vocations, speak with the priest at Alltrades Abbey and select the CHANGE VOCATION option. To quit the current vocation and return a party member to their original path in life, choose the DROP VOCATION option. Changing vocations does not affect your party members' current experience levels.



Choose a Vocation

Select CHANGE VOCATION to display the screen on the right. Make your choice from the list of available vocations.



Mastery Levels

A party member's progress in any given vocation is measured by their "mastery level" of said vocation. This level rises as you fight strong enemies in battle, and each new level you reach awards you with new spells or abilities. If you completely master certain vocations, you may unlock paths to bigger and better "advanced" vocations as well. To view the mastery levels of your party's vocations at any time, just check the **Attributes Menu** (see page 18).



The Fruits of Your Labor

Once you learn new spells or abilities, they remain with you always, even if you change vocations later. By letting your party members experience a wide variety of vocations, you'll be able to customize their skills to your heart's content. You could even craft a swordsman who is skilled at healing magic. Think of the possibilities!

Attribute Adjustments

Your attributes will be adjusted when you change vocations (see pages 36-41). Keep in mind that when you gain a level or use an attribute-enhancing item such as a seed of strength, the values you see affect your base attributes (prior to any vocation-related attribute adjustments).

Example

If a party member's vocation is warrior and he uses a seed of strength, the game will respond [PARTY MEMBER]'S STRENGTH INCREASES BY 2! but after the attribute bonus is applied, the character's strength will actually increase by 3 points.

The Various Vocations

The following is a breakdown of the various vocations' attribute bonuses and penalties, as well as some of the spells and abilities available to each vocation. Refer to this section whenever you're trying to decide what vocation to tackle next.

Note: Several advanced vocations exist as well (starting from Gladiator; see page 39). To access them, you'll need to first master the standard vocations listed in parentheses next to their names.

Warrior

Powerful fighters, gifted in the ways of combat. A high maximum HP makes this vocation useful in almost any battle.

Example Spells/Abilities

Focus Strength	Focuses the fighting spirit to strike with redoubled force on the next attack.
Double-Edged Slash	Deals heavy damage to an enemy, but also hurts the user.

Strength	+10 %
Agility	-35 %
Resilience	± 0 %
Wisdom	-30 %
Style	± 0 %
Maximum HP	+10 %
Maximum MP	-60 %

Martial Artist

Agile fighters who often strike before the enemy is ready. A wide variety of useful combat abilities are available to martial artists.

Example Spells/Abilities

Leg Sweep	Knocks an enemy out of commission for one turn.
Roundhouse Kick	Damages an entire group of enemies at once.

Strength	± 0 %
Agility	+15 %
Resilience	-10 %
Wisdom	-20 %
Style	± 0 %
Maximum HP	± 0 %
Maximum MP	-50 %

Mage

Specialists in offensive magic, mages can match elemental spells to enemy weaknesses and inflict major damage.

Example Spells/Abilities

Frizzle	Damages a single enemy.
Snooze	Puts a group of enemies to sleep.

Strength	-40 %
Agility	-5 %
Resilience	-40 %
Wisdom	+20 %
Style	± 0 %
Maximum HP	-40 %
Maximum MP	+10 %

Priest

Magic-users who can cast spells that recover HP and cure status effects. Having several party members with basic healing capabilities will help immensely in your quest.

Example Spells/Abilities

Heal	Restores the HP of a single ally.
Poof	Makes a group of enemies vanish (you won't earn any experience or gold for this).

Strength	-20 %
Agility	-10 %
Resilience	-30 %
Wisdom	+10 %
Style	± 0 %
Maximum HP	-20 %
Maximum MP	± 0 %

Dancer

Fleet-footed support specialists who can perform a range of dazzling dances. One of the most agile vocations available.

Example Spells/Abilities

Sultry Dance	Distracts and immobilizes a single enemy for one turn.
Dodgy Dance	Raises the performer's attack evasion for one or two turns.

Strength	-30 %
Agility	+30 %
Resilience	-40 %
Wisdom	± 0 %
Style	+10 %
Maximum HP	-30 %
Maximum MP	-20 %

Thief

Nimble and crafty rogues whose assorted treasure-hunting skills can provide a nice boost to your party's coffers.

◆ Example Spells/Abilities

Sandstorm	Lowers the accuracy of one enemy group.
Eye for Distance	Reveals the location of nearby towns or castles.

Strength	-10 %
Agility	+20 %
Resilience	-30 %
Wisdom	-10 %
Style	-20 %
Maximum HP	-10 %
Maximum MP	-40 %

Monster Master

Skilled beast-tamers, capable of coercing their enemies into falling asleep, running from battle, and more.

◆ Example Spells/Abilities

Sweet Breath	Puts one group of enemies to sleep.
Poison Breath	Poisons one group of enemies.

Strength	-15 %
Agility	± 0 %
Resilience	-20 %
Wisdom	± 0 %
Style	± 0 %
Maximum HP	-20 %
Maximum MP	-30 %

Merchant

Savvy traders who can ensure that the party earns more gold at the end of every battle, in addition to offering a variety of attack and support abilities.

◆ Example Spells/Abilities

Peep	Allows you to appraise items and reveal what's inside treasure chests.
Mutter Strength	Gathers your strength for one turn, increasing your attack power for the next.

Strength	-5 %
Agility	-40 %
Resilience	-20 %
Wisdom	+20 %
Style	-20 %
Maximum HP	± 0 %
Maximum MP	-50 %

Gadabout

Manic minstrels whose games and jokes may seem frivolous at first, but whose antics (especially at higher levels) can actually turn the entire tide of battle.

◆ Example Spells/Abilities

Lucky Dip	Lets you perform an action at random. Some are more useful than others...
Whistle	Summons monsters to initiate battle on the spot.

Strength	-30 %
Agility	-30 %
Resilience	-40 %
Wisdom	-20 %
Style	+5 %
Maximum HP	-30 %
Maximum MP	-40 %

Gladiator (Warrior + Martial Artist)

Melee-attack specialists with a nice balance of attribute bonuses and a wealth of useful offensive abilities.

◆ Example Spells/Abilities

Gust Slash	Damages one enemy with a vorpal slash.
Undead Undoer	Deals major damage to undead enemies.

Strength	+15 %
Agility	+10 %
Resilience	+10 %
Wisdom	-20 %
Style	± 0 %
Maximum HP	+20 %
Maximum MP	-40 %

Armamentalist (Warrior + Mage)

Versatile combatants whose mix of melee- and magic-based capabilities allows them to tailor their attack strategy for each foe they face.

◆ Example Spells/Abilities

Flame Slash	Attacks one enemy with a flaming sword.
Oomph	Doubles the attack power of a single ally.

Strength	+5 %
Agility	-10 %
Resilience	-15 %
Wisdom	± 0 %
Style	± 0 %
Maximum HP	-10 %
Maximum MP	+10 %

Paladin (Martial Artist + Priest)

Practiced protectors who provide a selection of support abilities to keep your party poised in prime position. Their attribute bonuses makes for effective offense in a fight too.

◆ Example Spells/Abilities

Selflessness	Lets you step in to take a blow for a party member in peril.
Thin Air	Damages all enemies with a vacuum vortex.

Strength	+10 %
Agility	+15 %
Resilience	± 0 %
Wisdom	+15 %
Style	± 0 %
Maximum HP	± 0 %
Maximum MP	± 0 %

Sage (Mage + Priest)

Experts in all fields of magic. Their wisdom and maximum MP are unmatched, and they grow to learn some of the most powerful spells available.

◆ Example Spells/Abilities

Absorb Magic	Absorbs the MP of an incoming enemy spell.
Insulate	Protects all party members from fire- or ice-based attacks.

Strength	-30 %
Agility	+5 %
Resilience	-20 %
Wisdom	+20 %
Style	± 0 %
Maximum HP	-20 %
Maximum MP	+20 %

Ranger (Thief + Monster Master + Merchant)

Outdoor experts who are one with the power of nature. Adept at learning useful field skills that can come in handy throughout the course of your adventure.

◆ Example Spells/Abilities

Holy Protection	Prevents weaker enemies from challenging you to battle.
Venom Mist	Envenomates a group of enemies.

Strength	-10 %
Agility	+20 %
Resilience	-20 %
Wisdom	+10 %
Style	± 0 %
Maximum HP	-10 %
Maximum MP	-30 %

Luminary (Dancer + Gadabout)

Able entertainers who provide a wealth of support skills and have a natural talent for style and fashion.

◆ Example Spells/Abilities

Dazzleflash	Lowers the accuracy of all enemies.
Kacang	Makes the caster impervious to attack (but unable to perform any action) for one turn.

Strength	-20 %
Agility	-10 %
Resilience	-10 %
Wisdom	± 0 %
Style	+15 %
Maximum HP	-20 %
Maximum MP	-10 %

Hero (Requirements unknown)

Living legends destined to do great things in life. Their attribute bonuses are numerous, and their attack magic is unmatched.

◆ Example Spells/Abilities

Disruptive Wave	Annuls any magical effects placed upon enemies.
Zap	Attacks all enemies with lightning bolts.

Strength	+10 %
Agility	± 0 %
Resilience	± 0 %
Wisdom	+15 %
Style	+10 %
Maximum HP	+10 %
Maximum MP	+10 %

Note: You may also discover other vocations as you progress through the game!



Must-Have Magic for Adventuring

Some magic can be used only in the field, some only in battle, and some at any time. Be sure to know all your spells and abilities inside and out so you can make the most of them.

♦ Attack Spells

Name	Effect	When to Use
Frizz	Singes a single enemy with a small fireball.	In Battle
Sizz	Singes a group of enemies with a blazing fire.	
Bang	Damages all enemies with a small explosion.	
Crack	Pierces a single enemy with razor-sharp icicles.	
Woosh	Slices through a group of enemies with a small whirlwind.	
Kazapple	Calls down lightning on a single enemy.	
Whack	A cursed incantation that sends an enemy to the hereafter.	

♦ Recovery Spells

Name	Effect	When to Use
Heal	Restores a small amount of a single ally's HP.	Anytime
Fullheal	Restores all of a single ally's HP.	
Zing	Resurrects a fallen ally with half HP restored.	
Kazing	Resurrects a fallen ally to full health.	
Squelch	Cures a single ally of the effects of poison.	

♦ Support Spells

Name	Effect	When to Use
Buff	Raises the defense of a single party member.	In Battle
Sap	Reduces the defense of a single enemy.	
Dazzle	Envelops a group of enemies in illusions.	
Fizzle	Prevents a group of enemies from using magic.	

♦ Other Spells

Name	Effect	When to Use
Zoom	Returns you instantly to various previously visited locations.	In the Field
Evac	Exit instantly from dungeons, caves, and towers.	
Holy Protection	Generates a holy aura that keeps weaker monsters away.	
Safe Passage	Prevents damage caused by poisonous marshland and other dangerous terrain.	
Peep	Reveals the nature of the treasure in a chest.	

♦ Abilities







Name	Effect	When to Use
Mercurial Thrust	Strikes first with a fast—but weak—attack.	In Battle
Knuckle Sandwich	Deals major damage to one enemy.	
Padfoot	Lowers the risk of being detected by monsters.	In the Field
Dig	Scrounges through the dirt to unearth hidden gold or items.	

Note: These are just some of the spells and abilities you can learn. There are plenty more to be discovered.







Indispensable Items for Adventuring

Some items can be bought in shops, some are found in treasure chests, and others are dropped by fallen foes. Whenever you come by a new weapon, accessory, or piece of armor, be sure to equip someone in your party with it or you won't reap the benefits!





Weapons

 Copper sword	A basic sword that relies more on brute force than cutting power to inflict damage.
 Stone axe	An axe crafted from stone that packs a powerful punch.
 Boomerang	A throwing weapon that inflicts damage on all enemies at once.
 Lightning staff	A weapon that harbors the power of electricity. It can also be used as a tool during battle.
 Thorn whip	A thorny flail that can attack a group of enemies with one crack.
 Cautery sword	A sword blessed with the power to smite evil. It can also be used as a tool during battle.







Armor

 Wayfarer's clothes	Hard-wearing clothes made of sturdy cloth. Popular with adventurers.
 Leather armour	Simple armor made of tanned leather.
 Fur cape	A full-body cape made from fur pelts.
 Iron cuirass	A tough metal protector for the chest.
 Scale shield	An extremely hard shield with an outer skin of dragon scales.
 Iron helmet	A helmet made of hard metal that provides good protection for the head.





Accessories

 Meteorite bracer	A magical wristguard that doubles the wearer's agility.
 Pink pearl	A precious stone that increases the wearer's style.
 Raging ruby	A crimson gem that increases the wearer's attack power.
 Kamikazee bracer	With this accessory on, something rather unusual happens when an ally falls in battle.

Other Items

 Medicinal herb	Heals wounds, restoring a little HP.
 Antidotal herb	A powerful antidote that cures poison.
 Chimaera wing	When thrown into the air, it allows the user to return to a previously visited town or castle.
 Holy water	Sprinkle it over the body to ward off weaker monsters for a while.
 Moonwort bulb	A lunar root that can cure bodily paralysis.
 Seed of resilience	Eat one of these to increase your resilience slightly.

Special Items

 Boarding pass	A pass used to board a certain ferry.
 Flying carpet	A magical rug that you can ride through the air!
 Thief's key	A key that allows you to open certain locked doors.
 Big Book of Beasts	A chronicle that records how many of each monster you've defeated, how much experience and gold they drop, and at what level you were when you first defeated them.

Note: These are just some of the items you can find. There are plenty more to be discovered.

Fun and Games

It's not all about pitting yourself against malicious monsters, you know! Sometimes you have to take a detour and let your hair down too. Here are some of the distractions you may find along the way:

Amass Masses of Mini Medals!

If you can find the whereabouts of the elusive "Medal King," you'll be able to exchange mini medals with him for a host of rare weapons and other items.

Strut Your Stuff in the Best-Dressed Contest!

The Best-Dressed Contest, held at an undisclosed location, is attracting fashionistas and fad followers from all across the land. The higher your style attribute, the better your chances of winning, so try to equip yourself with the most fashionable fineries you can find!

Curl Up and Try Slippin' Slime!

At select locations around the world, you'll find a game called "Slippin' Slime." The aim is to use the stylus to smooth the ice and guide the slime as he moves toward the goal. Once you take the stylus off the screen, he'll gradually come to a stop. Try to make him land within the scoring circles to win!



Slide the stylus back and forth between the boxes.

Recruiting Slimes

You'll run into a number of slimes during the course of your adventure, some of which may join your party. Head to Patty's Party Planning Place (see page 15) to add them to (or remove them from) your ranks.

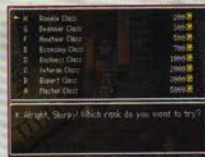
Raise your Slimes!

Bringing slimes to battle earns them experience points. Eventually, their levels will go up and they'll become stronger. Slimes can change vocations (see page 34) just like anyone else, allowing them to further upgrade their abilities.



Battle in the Slimopolis!

During your journey you'll come across the famed battle arena known as the Slimopolis, where you can pit one of your party's slimes against an entire league of ranked opponents. The higher the level you compete in, the more powerful the monsters your slime will have to face, and the more valuable prizes you'll win if he or she can emerge victorious!



Dare to Dreamshare

Dreamsharing is a process by which players can share their dreams with each other by exchanging profiles known as dreamcards. Once you find the house known as Suite Dreams, you'll be able to create your own dreamcard and begin sharing it with other players. If you exchange dreamcards with a lot of people, good things may happen...



Design a Dreamcard

Talk to Sharon Hope, the maid at Suite Dreams, to create a dreamcard. You'll be asked to define your appearance, disposition, occupation, hobby, and speech style, and then you'll need to select a dreamscape (background) for your dream. You can redesign your dreamcard at any time by talking to Sharon and selecting CHANGE DREAMCARD.



Dabbling with Dreamsharing

Talk to Sharon Hope and select START DREAMSHARING to enable **Tag Mode**. If other players who have enabled **Tag Mode** happen to be nearby, you can swap dreamcards with them. Note that you can only swap dreamcards with one other person at a time. When you're ready to disengage from **Tag Mode**, just press the A Button.

Note: You can receive up to 24 dreamcards. After that, you'll need to clear out space for new ones before you can continue Dreamsharing. To do so, talk to Sharon Hope and select DISCARD DREAMCARDS to discard unwanted dreamcards.

Note: Once you exchange dreamcards with enough players, you can read comments on your dreamcard by speaking to the dreamcard comment counter at Suite Dreams.

You've exchanged dreamcards with 180.
Head back and check out the Innanipedia.



Notes about Dreamsharing (Tag Mode)

When you want to engage in Dreamsharing (**Tag Mode**), read page 50 carefully and take note of the following:

- The contents of your dreamcard will be seen by others when playing multiplayer games using Nintendo WFC.
- To protect your privacy, do not give out personal information such as last name, phone number, birth date, age, school, e-mail or home address when communicating with others.
- Your Nintendo DS system will continue to communicate with others even when it is closed and in Sleep Mode.
- Please do not switch off your Nintendo DS system or remove the Game Card while you are engaged in Dreamsharing.
- Dreamsharing (DS Wireless Play) consumes battery power rapidly, so be careful. If the battery runs out while you are playing (including when you are in **Sleep Mode**), you will have to restart your adventure from the last place you saved.

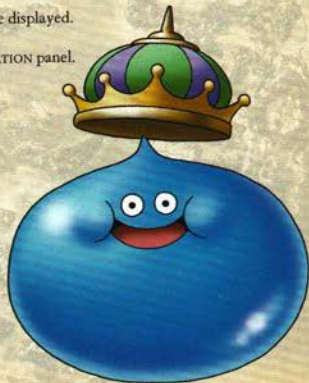
DS Wireless Communications (DS Wireless Play)

◆ You will need:

- ❑ One (1) Nintendo DS/Nintendo DS Lite per player.
- ❑ One (1) DRAGON QUEST VI: REALMS OF REVELATION Game Card per player.

Connection Procedure

- 1 Make sure the power of each DS system is turned off, then insert the Game Cards.
- 2 Turn the power on. The DS Menu Screen will be displayed.
- 3 Touch the DRAGON QUEST VI: REALMS OF REVELATION panel.
- 4 See pages 48-49 for further instructions.



Top Tips for Travelers

All manner of trials and tribulations await you on your quest, but here are some handy hints to help you if you ever get stuck.

Save & Save Again

It's always frustrating when your party is wiped out or when your battery unexpectedly dies, forcing you to replay a whole chunk of the game. Be sure to save frequently to avoid losing your progress.

When Saving Will Serve You Splendidly!

- ◆ When you arrive at a new town or castle.
- ◆ Before setting off to a cave or tower.
- ◆ After acquiring an important item or when party members gain a level.



Same Name, Different Place?

During the adventure, you may encounter towns or castles with the same names as places you've been before. If you're directed to a certain location but nothing seems to be happening there, check if there's an identically named place you could visit somewhere else.

Watch for Wells

You never know what you may find down a well: people to talk to, passages to new places, and who knows what else. Wells can be found in towns, castles, and even out in the field in the middle of nowhere, so keep your eyes peeled for them.



When in Doubt, Look to Luca

Madame Luca Luminista, an important character who you'll meet during your adventure, can give you a variety of hints to help you along your way. If you ever find yourself at a loss as to what to do next, head to Madame Luca's and seek her sage advice.



Don't Be Afraid to Flee!

Enemy attacks can sometimes cause your party to be poisoned, paralyzed, or worse. Keep a close eye on the status window to monitor your party's condition at all times. If you're in a serious bind, don't be too proud to flee. A true hero knows when he or she is outmatched.

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